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TALYN

MOYA

PSYCHO STYRENE

The Journal of SCI-FI, Fantasy, & Horror Modelling

Seaview Diorama

AT-AT Detailing Revells Kit

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Randy Cooper Interview

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Data Burst

By Geek Bot

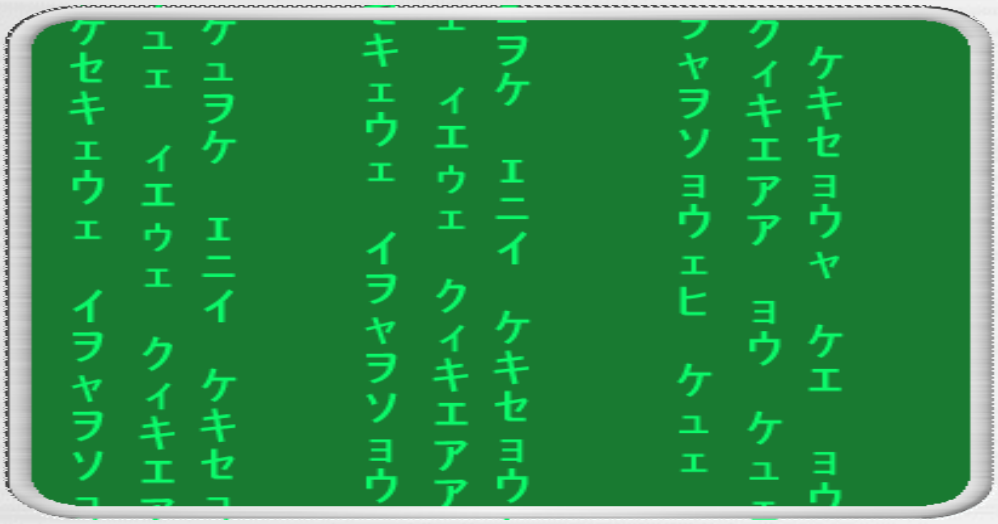
Hi Guys and welcome to Issue 11 due to a few technical difficulties this month, and a nasty cold that I have☹ we are a page or two shy, and it has nothing to do with the fact that the technique I was basing the article on failed abysmally☺ So with out any ado and before a collapse at my PC I will just Wish everyone a Merry Christmas and a Happy New year and I hope you enjoy the Magazine and I shall see you with our second Anniversary Issue in Feb

If there is anything you would like to see in here drop me a line here at Readers Comments or here on the forum

Well that's my rave over for this issue we have some good articles in here this issue so enjoy the mag and we will be back to our regular transmission in 60 days☺

Front Cover By
Rear Cover By

This Issue



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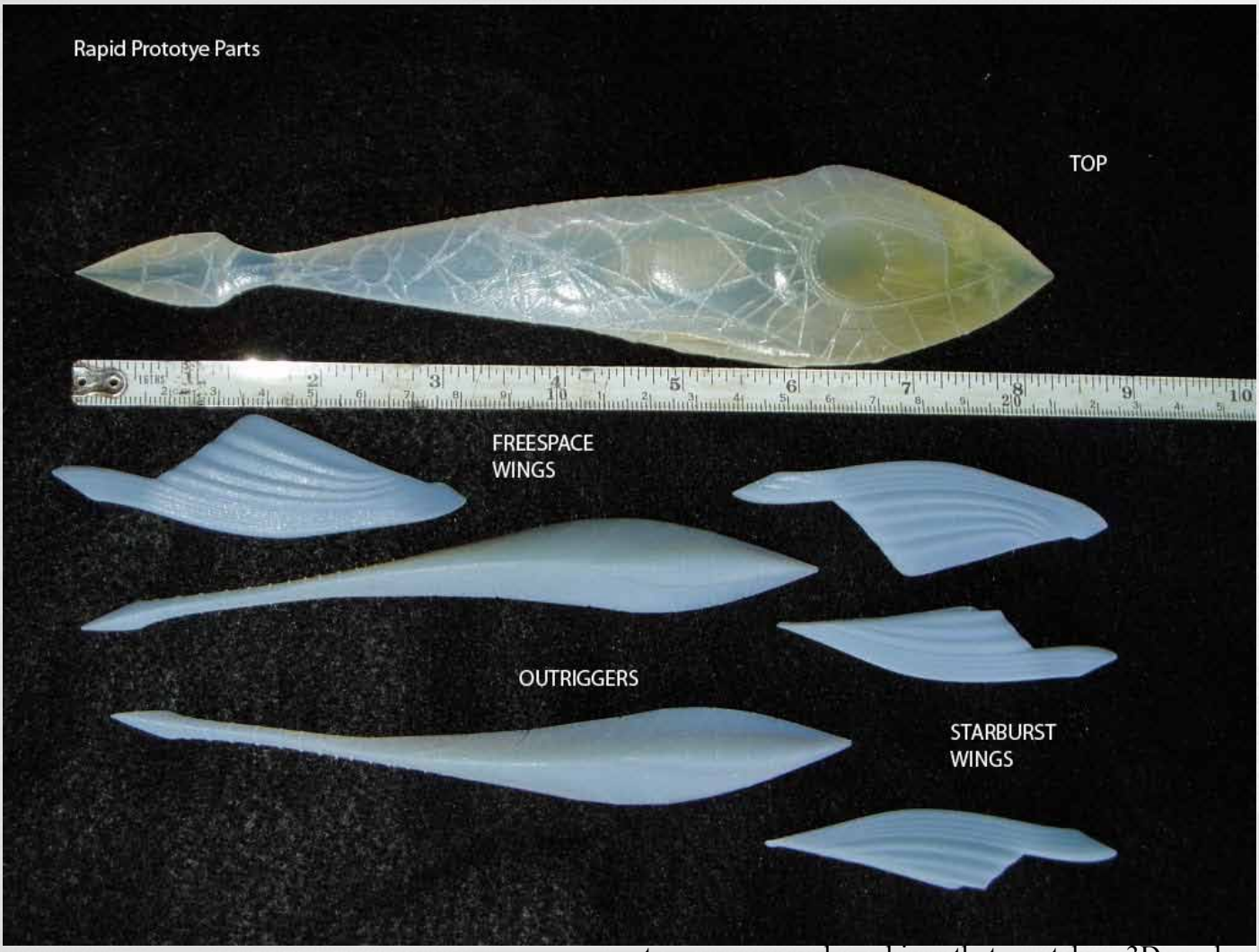
THE TALYN PROJECT: A Collaborative Effort

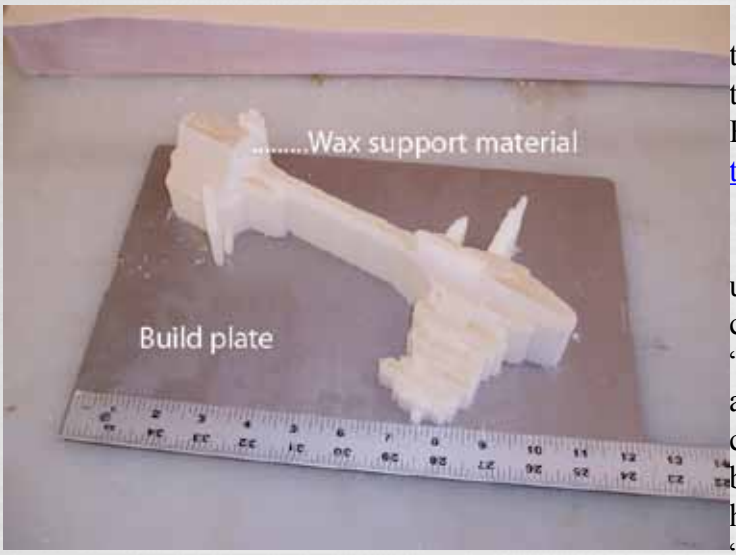
by Tony Lamb



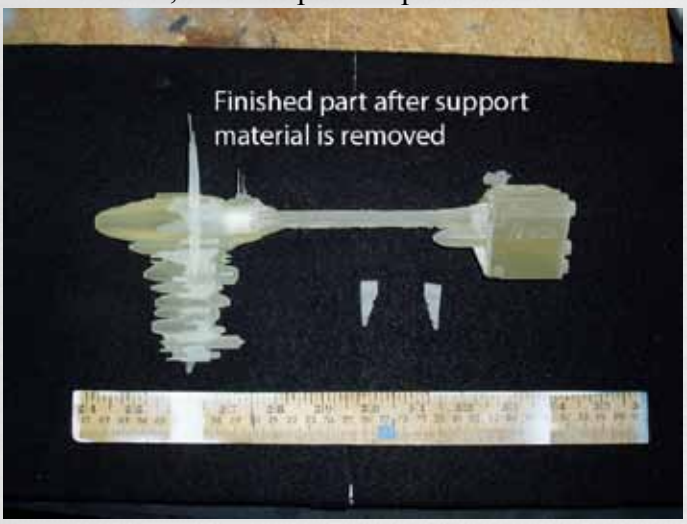
First off I need to point out that this model was designed in a computer and built on a Rapid Prototype Machine. This project started several months ago when I discovered the web site for a company called Foundation 3D this site is dedicated to the art of 3D and covers many different areas of interest from the use of 3D programs to create fantasy art to tutorials on how to use them.
I came across the 3D mesh of Talyn which was being created by my English counterpart Mark Massey. He had been working on it for some months and it was near completion, my area of expertise was taking that data and building a model from it. I work in a professional model shop part time and have access to programs and machines that can take a 3D mesh and convert that data into a solid model this process is called RAPID PROTOTYPING and this article is set out to outline this process to those not familiar with it.

Rapid prototyping has been around for a number of years and is the process where a 3D Model is constructed in a computer using X, Y and Z Axis co-ordinates can be translated into a solid object with the aid of a machine that can dissect the 3D data into multiple layers and then reconstruct that data layer by layer using either a material which is either a photo reactive polymer resin or powder medium and binding agent. The machine has a build plate, basically a flat surface, where the model

is constructed that will drop down a few microns after the printer head has made its sweep across the surface. The 3D printer lays down a layer of the building material where it is required to outline the model. In the case of photo reactive resin printers a support wall of wax is applied first then the resin, then wax again and then hardened by a ultraviolet light source It drops down a few more microns and the process continues.



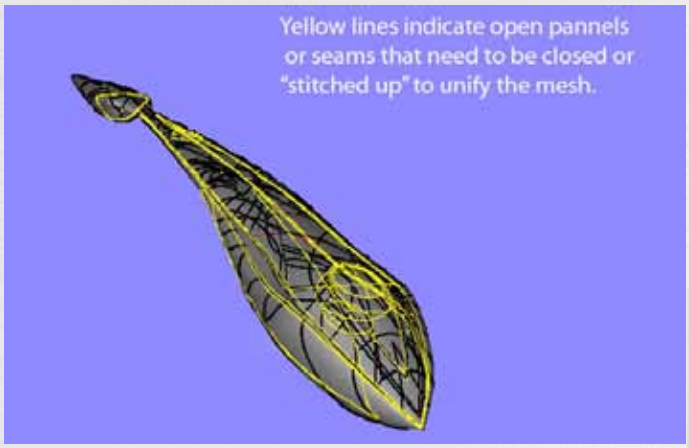
The powder printers lay down a fine layer of powder then a printer head, similar to a paper printer, scans across the surface of the powder laying down a binding agent like ink, a new layer of powder is spread across the same area and the process is repeated this process is performed thousands of times until the top of the model is reached. In the case of the resin printers, the excess wax is washed or melted off, with the powder printers excess



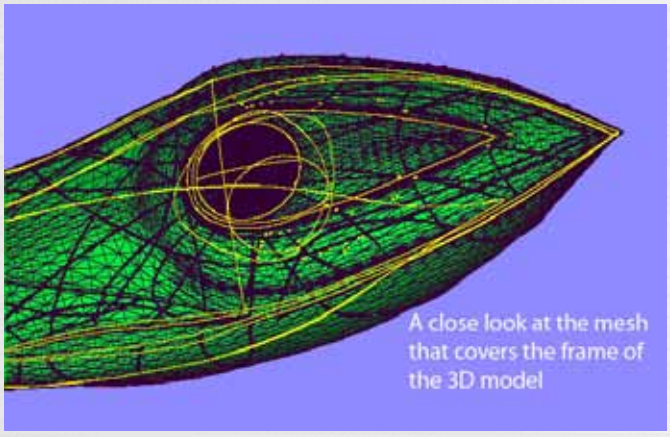
powder is blown away to expose the model and a final coat of epoxy is sprayed onto it to harden it so it can be handled. The big difference between the photo reactive resin printers and the powder is the cost of the final product and the high resolution of detail in the finished product. Powder printers are best for large surface area models that do not have a lot of fine detail and usually require sanding to obtain a fine smooth finish, resin builds can cost 10 times as much as powder but are worth the investment with very little clean up and used as a master to take molds off to cast replicas.

If you would like to see these machines in use go to this site to view the powder printer and to view the resin printer operation you can go here and here. Examples of what can be made can be viewed on this site as well as here

The building of Talyn begins with the stitching up of any holes in the mesh that the 3D model is comprised of. The program I used to repair and "part up" the model is called Magics by Materialise and an important component in the repair and construction of any model that you may want to build on a rapid prototype Machine. The 3D model has been built in the computer but is not always "airtight" and has to be sealed to avoid any areas that may cause a weak point in the construction of the model The mesh, shown in green, can be



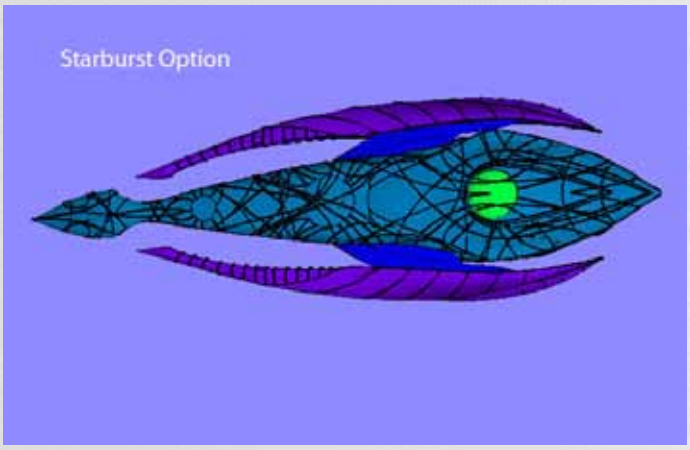
incomplete where seams and panels join in yellow these have to be sealed up to make a continuous

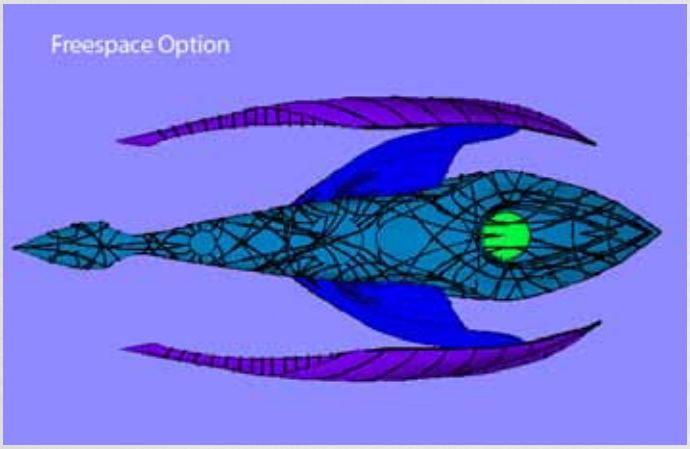


surface for the rapid prototype machine to interpret it

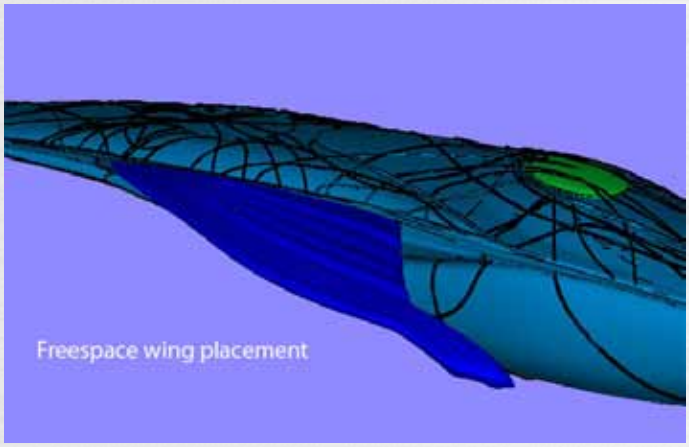
as one solid part. After the model is made “airtight” a wall thickness is given to the model, this is done to reduce the amount of material used in the construction of the parts and thus reduce the cost of production a wall thickness of about 1/4”is enough to make a strong part.

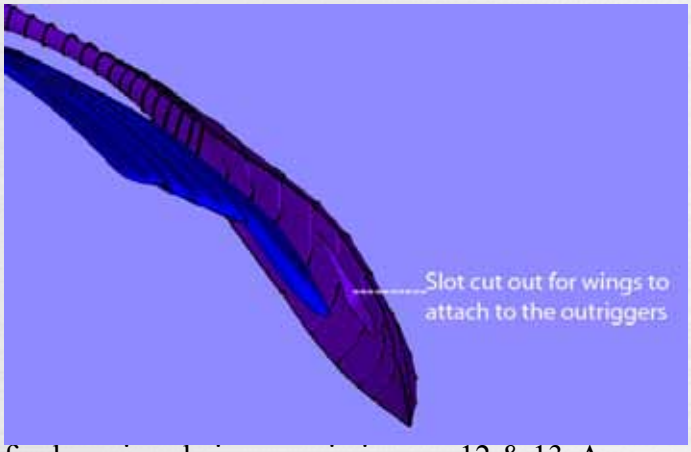
Talyn was made with optional parts for both configurations of free space flight and starburst the wings were extruded from the body and outriggers



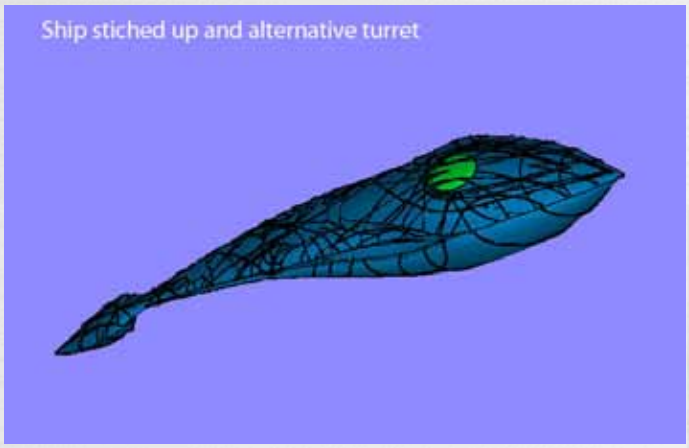


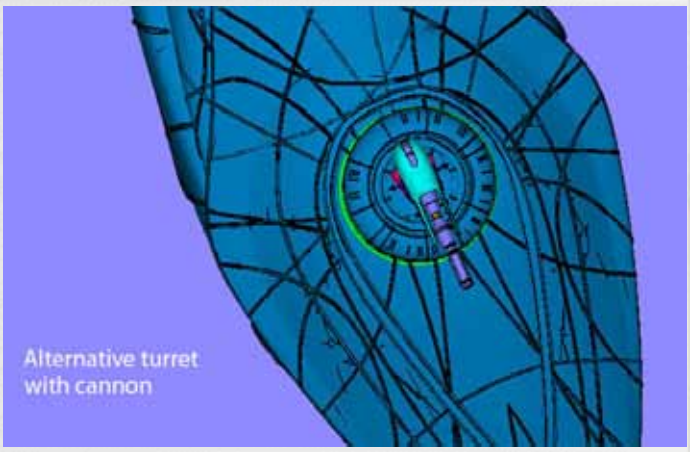
so that either option was available to fit into the same holes left by the extrusion The resulting

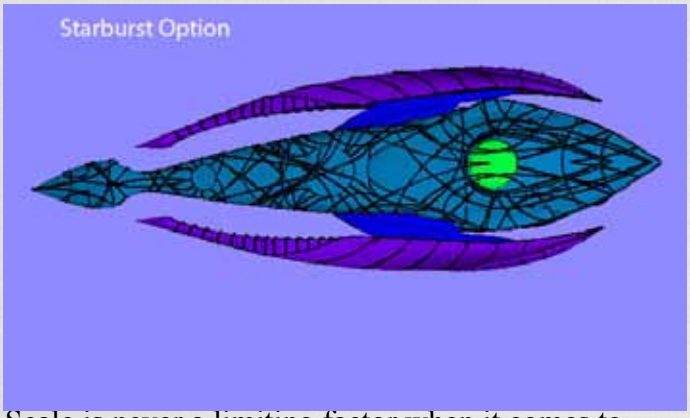




final versions being seen in images 12 & 13. An additional option for the cannon and turret was made as well as the dome finish. When all the parts are finally ready to print a scale has to be chosen.

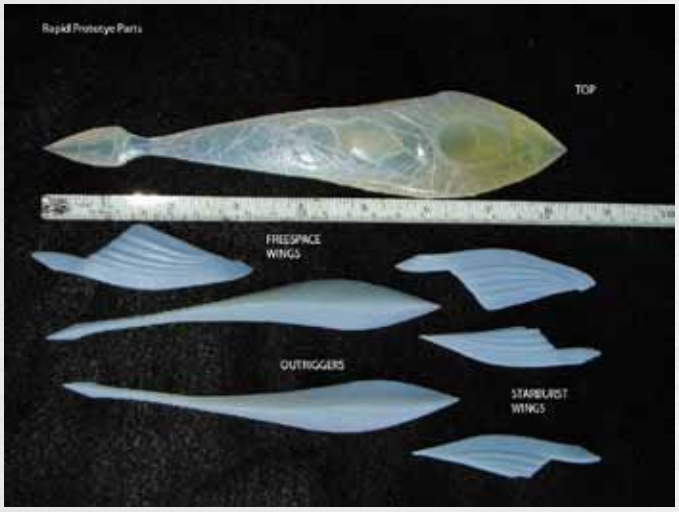


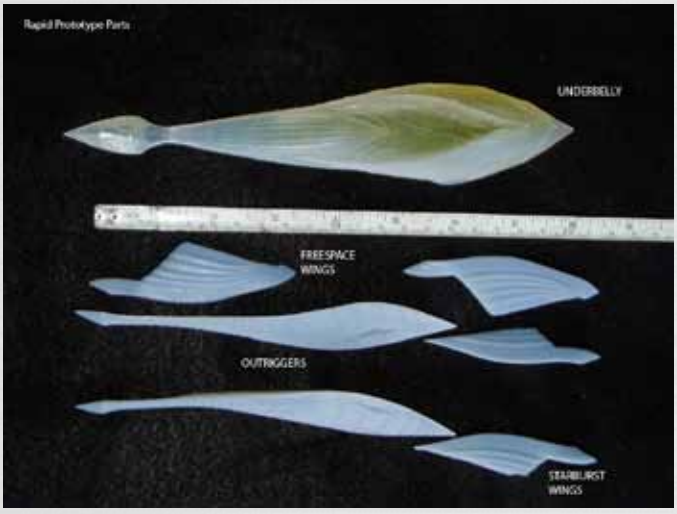




Scale is never a limiting factor when it comes to building a rapid prototype model and any part can be segmented as many times as needed to accommodate the size of the build plate and the scale of the model. After that the limiting factor to all RP builds is the cost material costs can be in the hundreds for a small part under 10" to thousands of dollars above that, not to mention, that the RP machines are over the hundred thousand dollar mark for the industrial ones, the industry is taking this into account and there are smaller versions now available for between five and ten thousand appearing on the market for the hobbyist industry. For the professional model builder this is the next stage in the ability for expression in this medium.

I had decided to build this Talyn to scale with another Farscape model I had ....Moya. The Moya kit was made by another modeler I know and I had always wanted to get a Talyn as a companion piece. The parts were run on one of the resin prototype machines to get the best result for finish and detail, very little clean up was needed before taking a casts of these master parts.The final kit was cast out of white resin and has a total of 10 parts.





The total cost to RP the parts was about $300 and can be quickly recouped after casting a few copies.

Model kit design has always been left in the hands of the large model companies, they have over the years, tried to satisfy all the different areas of interest but I have found that the fan based and special interest builder was forgotten. This led to the creation of the “Garage kit” industry and I think the salvation of my interest in model building. These kits were usually done very well but lacked that professional finish or detail that was left to the builder to correct, I’m not saying in any way that their work is not professional, just the opposite, if it were not for their work it would not have inspired me to look for other ways of doing something I thought impossible.....Produce a kit without all the sculpting and the trial and error. A way that will allow you to do different versions of the same kit, make additional parts with an exact fit, see the full model in 3D before you even start to build it and scale it to any size.

Building a model with the aid of a rapid prototype Machine reduces that factor we are all short of time, designing the model in a computer allows you to get every detail down to the last nut and bolt and RP puts them there. There are free programs to get you started in designing your first 3D model. Try Sketch Up by Google it is basic and designed for the beginner and also has tutorials to help there is also a plug in called Cadspan that will help you with getting ready to print on a rapid prototype machine. Having your 3D mesh airtight and saved as a .stl file will save the added expense of a tech at the print shop getting it ready to send to the printer. As you get better with the design process you can move into other programs like Lightwave with many more tools just about any 3D program these days can be saved as a format to use for Rapid Prototyping.

Once again ...I want to thank Mark Massey for all his work on the mesh of Talyn.

Build Project

Seaview Encounter

By Rick Rose

As a 43 year old I was born at a time when the great Aurora kits were just being released and by the time I was old enough to have watched all those great sci-fi shows of the 60's in syndication, the models had run their course and were gone. I did from time to time see the reissue of the Seaview in the 1975 reissue box and along with the Godzilla Glow reissue managed to get my hands on both

when I was about eleven years old. Unfortunately, my artistic side did not kick in until I was much older and I did not have the proper tools like airbrushes and super glue to work with or the skills necessary to do a good job and those models ended up a mess. With the reissue of the Polar Lights Seaview kit, I was able to

SEAVIEW
FROM THE CLASSIC TELEVISION SERIES
VOYAGE TO THE BOTTOM OF THE SEA
ALL PLASTIC ASSEMBLY KIT COMES COMPLETE WITH DIMENSIONAL BASE OCEAN FLOOR
SEAVIEW

relive my youth and exact my demons by doing them right. This kit was great to put together, other than the windows which everyone talks about. I did a simple diorama and like the TV show decided to just add things that would not really be seen for real.

The kit is pretty much an out of box build as I wanted this to be a simple build to retain my sense of childhood and not my absolute skills as a model builder. The left and right hull sides were well mated and not mismatched as I remember my old Aurora kit was. I really appreciate Polar Lights retooling this kit almost exactly from the old version which gives it a real old school charm but most importantly bringing quality thought process to the retooling. I think you have to be real fan of the show to see some of the

from our floor we just refinished and painted with acrylic browns, reds and greens all wet sponged together along with the model kit base as well. The monster is a ALIEN chest buster key chain fob which was repainted a very wild green and yellow color and placed alongside a couple of store bought aquarium coral ornaments. So here we go on our Voyage to the Bottom of the Sea Encounter and a trip through my relived childhood.

SEAVIEW
ALL PLASTIC ASSEMBLY KIT COMES COMPLETE WITH DIMENSIONAL BASE OCEAN FLOOR
SEAVIEW
VOYAGE TO THE BOTTOM OF THE SEA
POLAR LIGHTS

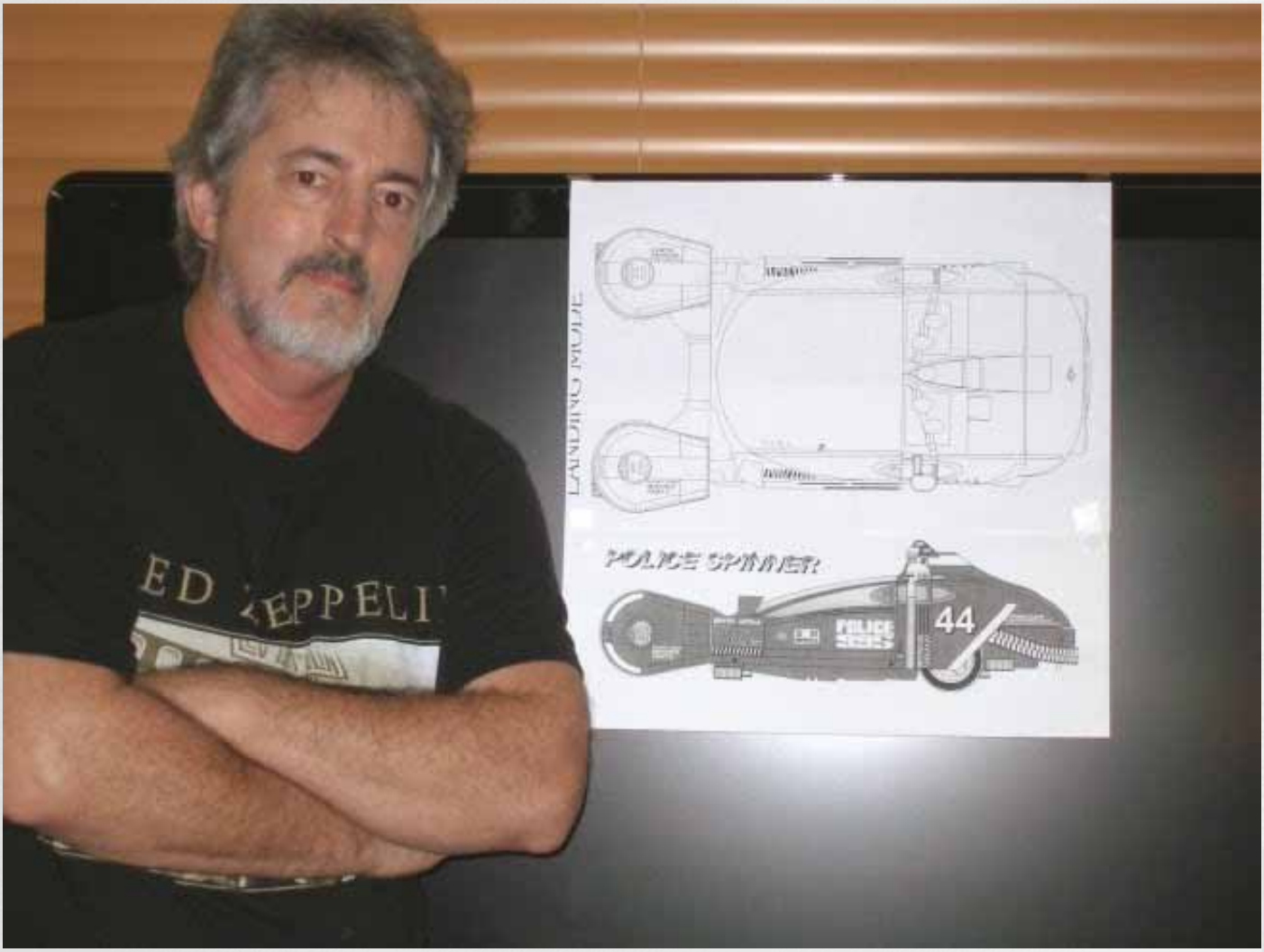
drawbacks to this model as far as accuracy and some of that you can fix without having to do a whole lot of professional reworking. I cut off the tabs of the upper tail fins and puttied over the alignment holes in the hull and placed the tail fins further apart in the back to make them not as pinched in as they were shown to be in the instructions. This kit was supposed to reflect the Seaview from the first season of the series. There should be two search lights under the front area of the sub, one under each manta wing. I drilled out the two holes with a rotary tool.

The color of the sub is a mixture of Model Masters dark gull gray with a touch of black to darken the color and about 20% Model Masters Stainless Steel buffering color. This was thinned and shot over the upper hull only. The lower underside hull is painted a straight dark gull gray. The kit is lighted with simple store bought LED lighting. The diorama is simple and not over done. The base is a quarter section of an 18” tan ceramic tile left over

Interviews

Randy Cooper Interview

By Darren Llewellyn



Hi and thanks for taking the time to do this interview with us.
Thank you for asking for an interview.

Hi Randy would you mind telling us a bit about yourself?
I'm now 50, I build models for people who want models you can't get. Watching man walk on the moon is what started my interest in space exploration and miniatures.

How long have you worked as model maker?
I've been working professionally for 26 years.

What was the first project that you did?
The 1st Hollywood job was "SOLAR CRISIS".

How did you get started as a professional model builder?
I worked on some local commercials for a friend of mine, "AMC MIDNIGHT MOVIE EXPRESS".

Were you always building kits and models as a child or was it something you got into later on?
I've building models since the moon landing... sort of. My 1st model was a car, T-bucket to be exact. Somewhere underneath all the glue there was a car.

What kind of kits/models did you use to make?
Everything. Cars, planes, boats, subs, you name it.

young, the most influential was “2001 A SPACE ODYSSEY”. It changed my perception how spaceships were designed in terms of realism.

Do you often get to design and build models on projects?
Not really I had fun co-designing some parts for Doctor Octopus. I worked close with Jim Acheson on the foot design and gertle sections. They called it extreme improvised construction, I’m a fast model/prop builder. That’s what I was hired for most of the time.

Do you prefer to design or build the models?
Design but I like to build parts to see if it works with the design.

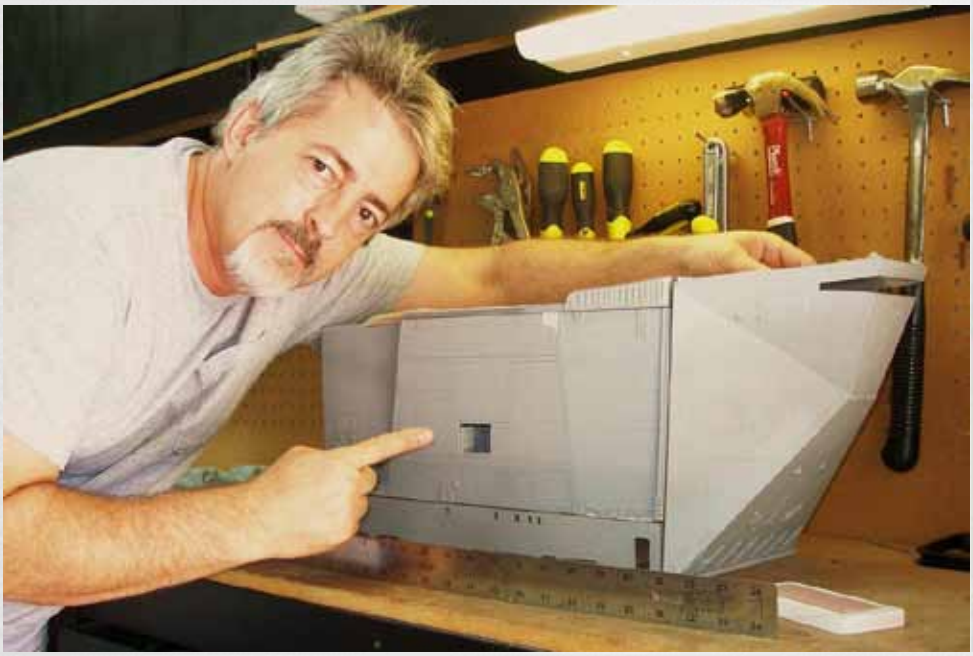
What has been your favorite project to work on?
Starship troopers. That shop had everything you needed plus some of the best people I’ve had the pleasure to working with!

Are there any projects that you would have liked to work on that you never had a chance too?
“APOLLO 13”, but I had to turn it down do to another project. “TERMINATOR 2”, I was working in the same shop on “CLIFFORD”. I was like a child looking through a window at the toy he really wants, and I got “CLIFFORD

What was your favorite kit as a child?
Saturn V, Apollo kits.

Where you always a fan of the Sci-Fi / Fantasy genre or was that just something you got into through your professional work?
Always.
I started with “LOST IN SPACE”, when I reached the age of reason, it was “STAR TREK. It was “SPACE 1999 “ that started me on the path of scratch building.

What was your favorite film?
I don’t have one. When I was



Bondo and fiber glass work
And of course, mold and casting experience.

When did you start to make model kits for the hobby market?
4 years ago. That's when I got out of the film business and moved back to Florida.

What was the main reason behind your decision to start making them?
It was wood working (which I hate), or trying the kit building business.

Did the change from practical to CG modeling in the industry help with your decision to make model instead!

What kind of changes have you seen in the industry over your career?
2 things! 1. Drop in pay rate, I started at 15 dollars an hour 16 years ago. When I got out Hollywood it dropped to 17 dollars an hour. 2 no jobs and no shops left. Why! Like every other idiotic corporation in the U.S., they outsource to different countries. (And they wonder why there are no jobs here anymore...HAH)!

What would you say was the most important skills needed to be a good model maker?
Major power tools,
Table saws,
Sanders,
Band saws,
Milling experience,
Lathe experience,

kits?
Yes. It put most of the practical model building business out of work.

Do you still work on movies and TV shows or do you spend your time producing these kits now?
Now and then I'll work on a movie. The last was Iron man 2.

Are the kits that you have made for sale the only kits you have ever worked on?
I did some models for monster in motion. The "ULTIMATE GUN STAR KIT"
The " INNERSPACE POD" They also do some

models from star ship troopers I did when I worked on the film I don't know how they got them but they did. "Tach fighter"
"Roger Young"

A lot of people on the modeling forums have been talking about your kits with a great deal of enthusiasm, were you shocked by the way these kits were received?
Oh yes! I'm very happy they're happy with the kits. My kits aren't the easiest kits to build. (Some are a pain in the butt actually)! Building big kits is always more problematic than small ones. Especially with shrinkage, So I'm glad they can look past some of the problems.

Do you find it surprising that your kits have taken off with the forever that they have?
Yes. I guess I'm choosing the right kits to make.

Are you surprised that people are referring to your models as a Randy Cooper kit as if it was a brand?
I didn't know that, It kind of makes me sound like I'm an artist or something doesn't it.

Most of your models are aimed at niche market, do you think that your kits would have been so popular with out the help of the Internet and forums?
Defiantly! Without the Internet, I would be asking people "do you want your groceries packed in paper or plastic?

Would you have considered producing these kits if your only outlet was the mail order specialist model suppliers?

I would have tried but only because my friends were persistent about it. My friends Jay Adam, Dave (debar) Bark Ovitz and Captain cardboard that are the reason I'm in the kit business, and I'm eternally grateful for there help.

Your kits are very highly detailed and well made, do you think that the sometimes poor quality of garage kits has had a negative affect on the modeling hobby?

No, I think it affects the people who make the bad kits. As you know, it's a small world, the garage kit business. People talk.

How do you go about choosing the models that you

produce?
It's the one I want on my shelf, (what shelf space I have left)! LOL! Fortunately it's others as well.

How long does it usually take for you to design and build one of these kits?
The AVENGER took 6 to 7 months to pattern it out.

All of the kits that you have done so far are based on film or TV shows have you any plans to release any of your own designs under the Randy Cooper banner now that you have become so well known?
The "CORILLIAN CORVETTE" is one of my own designs I sell as a kit. Pegasus hobbies are doing the MOON HOPPER as a kit. We changed the name to MARS HOPPER because mars is our next step... hopefully.

Which kit if any would you like to produce?
Do you mean next? Once I figure out all the details, I want to do a 4 foot VALLEY FORGE from" SILENT RUNNING"

Do you still see a place in the modeling arena for "garage" style kits even of your quality when so many manufactures are producing a lot of Sci-Fi and

fantasy kits today?
Yes. Manufactures build kits for money, we garage kit builders do it for money and the passion. I've bought some remarkable garage kits out there. Serenity and the Battista Galactic (original series) are the first 2 that come to mind. I could go on but there's so many.sooo... garage kits are still eating my wallet as well as I'm eating theirs

Thanks for taking the time to do the interview with us from your busy schedule, good luck with your future kits

Do you think you will move over to producing commercially available IP kits?
I hope to get more into prototype work for companies like Pegasus.

Have you any plans underway for your next kit?
Blade runner Spinner.

Showcase

Revell AT -AT Upgraded

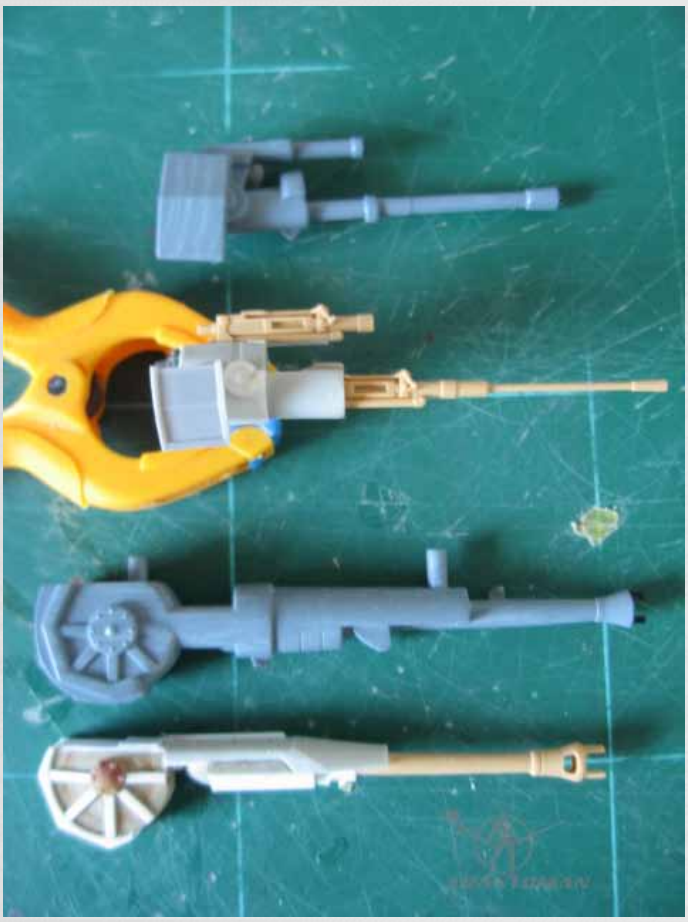
by

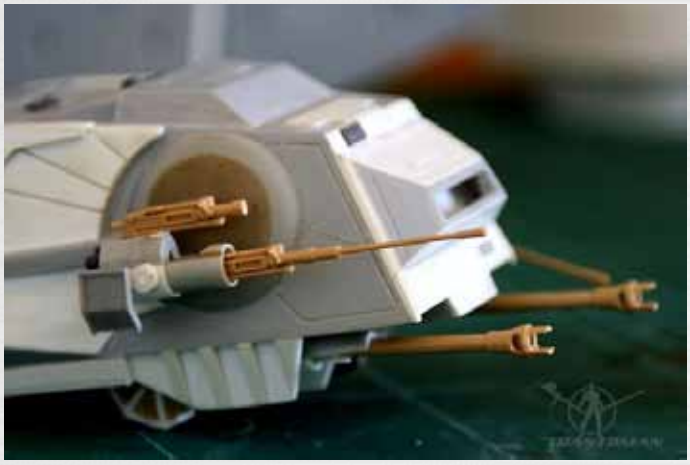
My first thought after opening the box was that I bought a toy and not a model. The detail on the kit was so simple that it had no magic, Of course the kit was made for children so you can understand the Lack of detail. The first thing I did to start to detail this kit properly was to remove all of the details that seemed to me to be useless, this turned out to be Virtually the entire model, to do this I used a wide blade to eliminate all of the outside lines and relieves I then proceeded to pass over the model with a very mild abrasive paper until all the unwanted detail was eliminated. After that, all the lines were redrawn, in their proper place this time, by passing a blade tip without excessive pressure, just enough to make the line, with this done I moved onto the next problem area the head.

The head is where I found most of the faults.

The front display (the window) was lower than it should have been, I also added a 1mm strip of styrene sheet in order to complete the total length of the nose. The sides of the head do not even resemble

the original so using photos of the original models, as a reference, I built the side shields with styrene and then I rebuilt the rear section as well as lower one. The next step was to reconstruct some pieces that are supposedly the rails where the ion cannons recoil with each shot, while doing these I noticed the



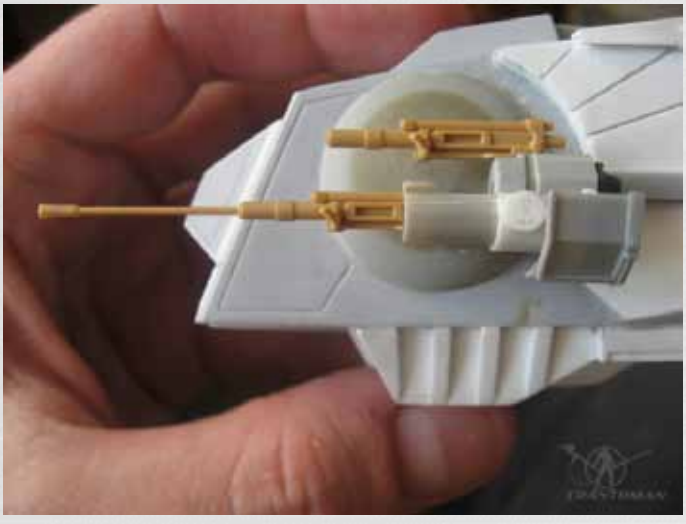


the 1/48 Tamiya, German Panther tank ausf.G.

The main body was not as bad as the head as the general structure of the model is more or less proportionate, the main problem was that the detail was out of scale. The main problem here was that the front of the junction between the body and neck was totally wrong, as well as the area with two

lateral vovedas had very little detail, so I decided to change them too. In reality this part is two halves of the wheel of a 1/48 B17 flying fortress and some putty for finishing. To the side cannons I used pieces of 1 / 48 Tamiya German Flakvierling and different parts of other models as was done with the original, For the guns below the head, I used the cannons of

windows on the top part of the body I re-scribed all of the lines and the little windows on both sides were exchanged for copies in resin of the little ammo



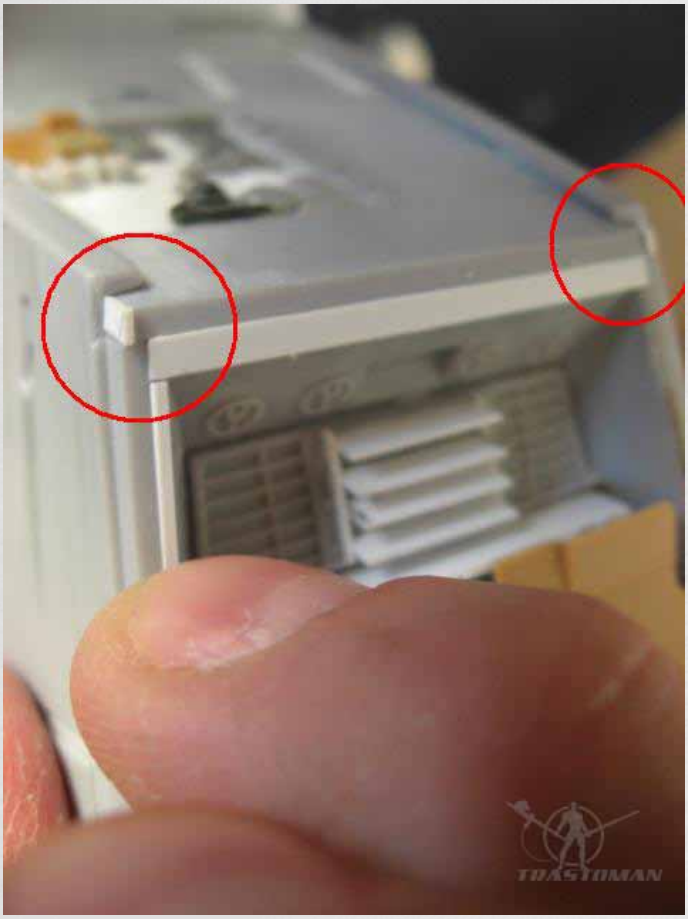
box tops pieces from the same flakvierling 1/48 kit. In the original star wars trilogy all the models were built with different parts of commercial kits, but it

was difficult for me to find out what all of the pieces for this model and also in the smaller scale. Tamiya fortunately had some of them but not all.

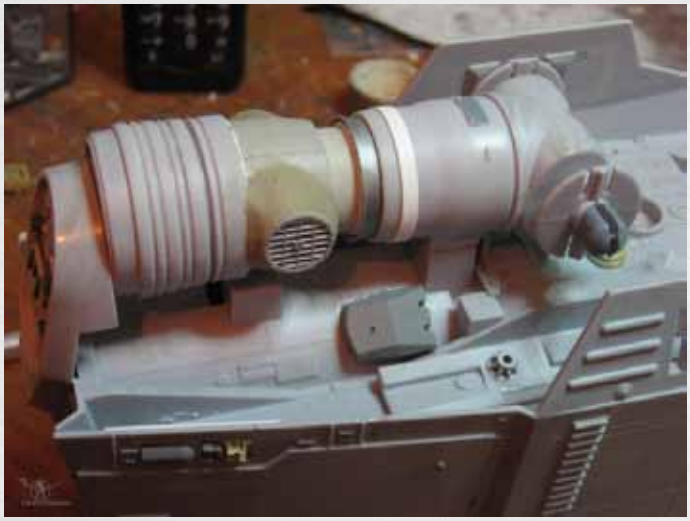
For the rear part of the main body I had to remove at least the 80% of the detail in the piece and replace it with a more detailed set this included the

two shields of the German Flakvierling, but the big trapezoidal piece that connects with the differential engine that originally belongs to a germ Sdkfz.222

LIGHT ARMORED VEHICLE did not exist at that scale while I was building this, so I used the original ones. All of the relief detail inside the pit was then replaced by a styrene piece and some pieces inside,



were replaced by new ones and I also updated some from the originals. The two differential drives of the motion engines of the legs were a mess the rings to assemble the two halves did not fit well, so I improvised a lathe in order to match the rings they



were replaced and some extra pieces added. The nozzle front was too thick and the piece itself very

short so I replaced it with a sheet of styrene cut to shape.

The profile of the legs is a series of three strips of 1 mm thick aluminium this imitates the aluminium parts of the original that was made for stop motion. So in order to give the model the

right pose, I decided to place on the boards of the joints of each foot section a styrene tube that fit the ankle arch which was then rebuilt and copies

were made of in resin to replace the other 3 entire feet. I did the engraving of the panel lines and then added additional pieces, these belong to the tops of

ammunition boxes they are set around the foot along three discs on the top from a Flakvierling kit once again from Tamiya. To join both sides, I used styrene tube with a steel rod inside to better withstand the weight of the Walker, the servos or buttresses on the inside of the legs are also a styrene tube with

a steel rod inside. To complete the construction I fixed a photogravure plate in each of the front upper

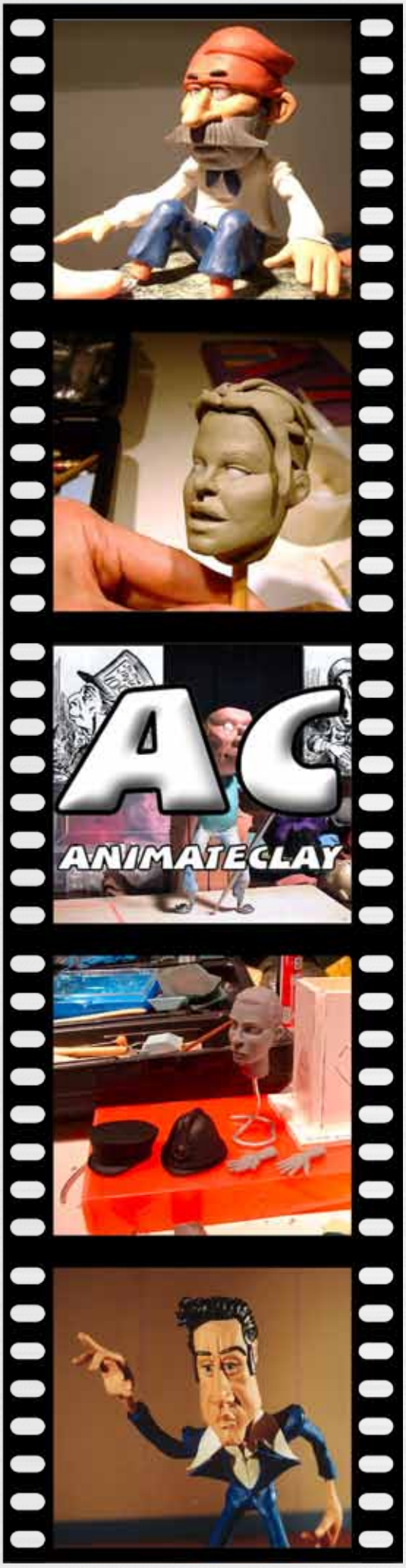
windows in the main body simulating the vent grating, after that I gave the model a logical pose according to the movement that it had in the film.

For the paint job, after I cleaned the pieces with a soft brush using warm water and neutral

soap in order to eliminate all fingerprints and mould grease, I gave it a coat of black base and then two coats of light gray. This was followed by several

washes of a mix of gray, ochre and sienna oils, In order to complete the weathering effect some brush

strokes of gray were added to simulate the scratches and bruises and charcoal to look like it was the from rubbing between the joints and moving parts .

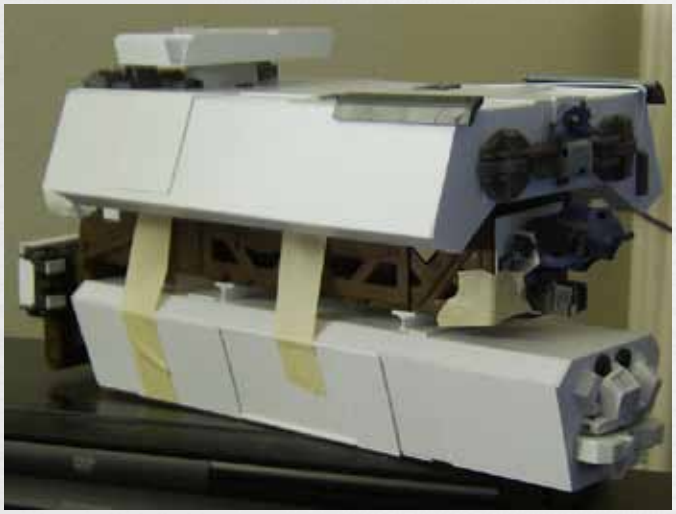


ScratchBuild

VIRGON TRANSPORT SYSTEMS

By Steve Hartley

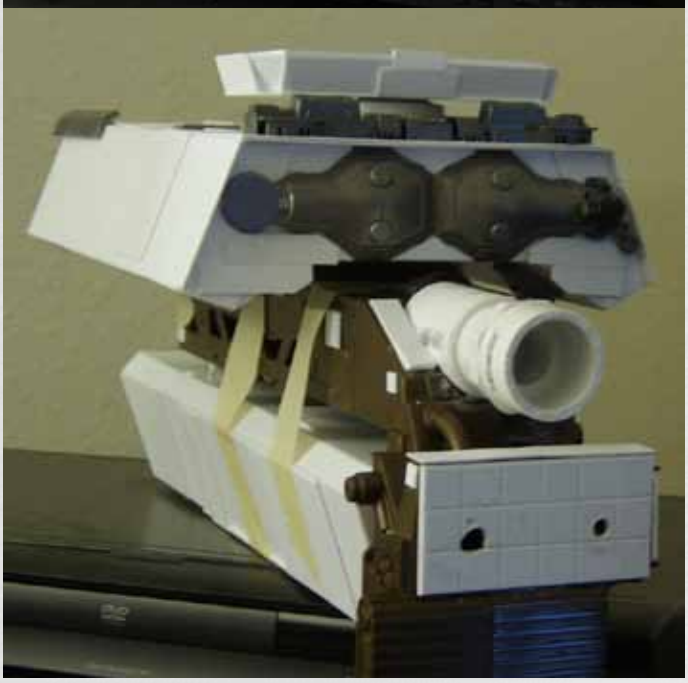
This is a Virgon freighter, designed for short hauls between the 12 colonies. But was pressed into long term service with the exodus from Caprica. At first this ship was not outfitted with the things needed for extended travel even thought it had a low grade jumpdrive. Once the colonials got a few moments to breath the crew of this freighter installed a large power converter that they just happened to be bringing to caprica at the time of the attack. This was truly a life saver as this ship's power source would have been worn out in short order with the multiple jumps that were needed to escape the Cylons.
With most of the cargo holds empty now, there was room for refugees to set up long term billeting. At this time the freighter has 250 souls on board. This freighter was also equipt from the start with a small craft landing pad on its upper cargo hold, and its been used often for viper and raptor landings. Captain Vaughn Darris has done his best to make the situation as livable as possible, by getting people on and off the ship to visit whatever ships they need.



This model was built over about two weeks mostly from sheet plastic, a trestle from a GI Joe toy and some plumbing supplies. Oh yeah, and

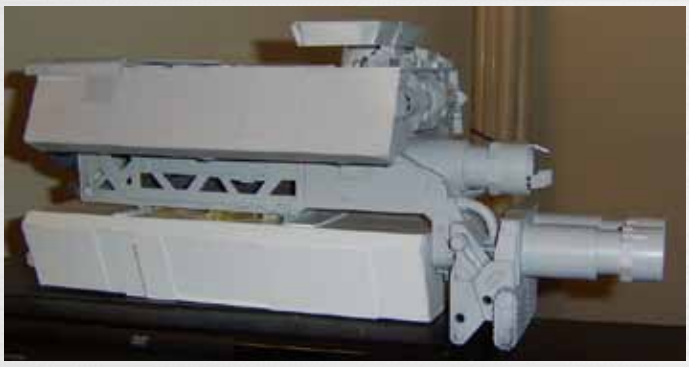
the obligatory greeble box. This ship is quite large by civilian terms at 540 feet long and my thinking was that all the cargo boxes could be removed when need be, leaving just the engine, framework and bridge.

I have tried to put the pictures in a chronological order so you can see the process. My design Ideas have always been (like most everyone's I suppose) to build the big parts first and then add the detail.



On this project, my idea for painting the ship was for it to be grey and worn with plenty of different signage and logos on it. I started with Tamiya

primer and then Tamiya german grey, Then dark grey. I threw in some chocolate brown on one of the cargo pods to break up the grey tones. Then



I got out the black oil paint, thinned it to 1 part paint /4 parts mineral spirits and just washed the whole model, let it dry. Once dry, I took a large brush and drizzled the sides for more ugliness

and gave that some time to dry also, about an hour.

Once I felt it was just right I took a linen cloth to the model and wiped it down in the most messy places to remove the excess wash, sealed it with a gloss coat and began to apply the decals. Some were from the parts bin some I made with the printer.

Conclusion:
The great thing about galactica is the freedom to do fleet ships of almost any design and as long

as they look roughed up, they fit right in. Since my style is ships with a lot of wear, this subject matter has become a favorite of mine.

Next Issue

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